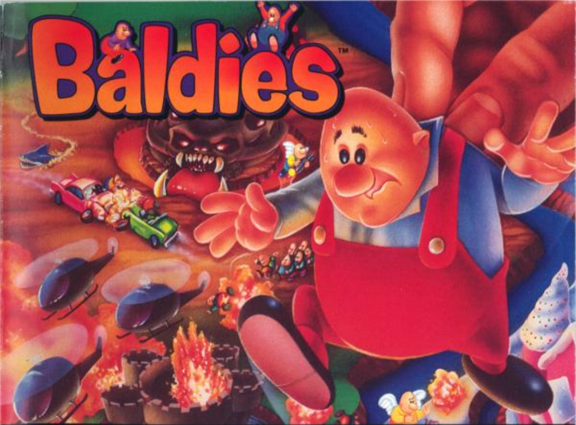
Baldies™



ATARI

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAGUAR™ CD

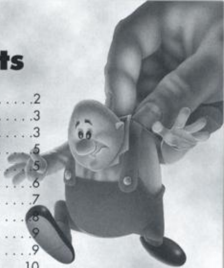
Read before using your Atari video entertainment system.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD
The Atari Jaguar CD Multimedia Player is intended for use exclusively with the Atari Jaguar System.
- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surfaces.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.

Baldies Contents





It's a Bald World!

Welcome to the world of the Baldies! As master creator of this universe it is up to you to use your supreme power, knowledge and skills to determine the fate of these cute, follicly-challenged folks. Will they build houses, attack the enemy, protect themselves and invent contraptions? Or just create more Baldies? Use their resources and your imagination to build and live happily in a world safe for Baldies everywhere.

You'll find five worlds and literally hundreds of levels in the Baldy universe, including secret warps, levels and tricks to add to the fun. It's never the same game twice!





Getting Started

1. Insert your *Baldies* CD into your Jaguar CD Multimedia Player and close the lid.
2. Insert the *Baldies* overlay into the overlay slot of your Jaguar controller.
3. Insert your Memory Track cartridge (if you have one) into the cartridge slot of your CD player.
4. Press the **Power** button.
5. Press the **A**, **B** or **C** button to skip the introductory video and go to the **Title** screen.

New Game/Saved Game

On the *Baldies* **Title** screen you can either start a new game or go to a level you've reached on a previous game.



If you want to play a new game, press the **A** button. You'll be at the **Level Select** screen. The top box shows the five different worlds in the Baldies universe: Green, Ice, Circus, Desert and Hell. Each world

has 20 levels to conquer, which are shown in the larger box below it. Use the **Joypad** to move your pointer around the screen. Move the pointer to the right or left arrows and press the **B** button to scroll through the levels. If there's no mark, it is the next level to be completed. Levels that have a red X are not available yet. Levels with a green check have already been completed. You can replay any level previously completed. When you've made your selection, move the pointer to the "Thumbs Up" Baldy in the lower right corner, or to the level on the screen. To go back to the **Title** screen move the pointer to the "Thumbs Down" Baldy in the lower left corner. Press the **B** button to make your choice.



Passwords

When you complete a level you'll be given a Password. Write it down. You'll be able to start future games at or below any level that you have the Password for. If you want to use a Password, press the **B** button on the **Title** screen. Use the keypad to enter the eight-digit password and you'll be able select that level on the **Level Select** screen. The level you've selected will appear. Then use the **Joypad** to go to the "Thumbs Up" Baldy and press the **B** button. Click on the "Thumbs Up" Baldy with the **B** button again to go to that level.



Memory Track

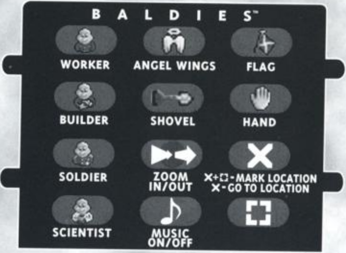
If you're using a Memory Track cartridge your game level and inventions will be saved, and you won't have to use a Password. Press the **C** button to start a saved game on your Memory Track.



Controls

Joypad	Moves pointer or hand right/left and up/down
A	With the **Joypad**, moves the screen instead of the cursor
B	Selects icons
C	Speeds up movement around screen
Pause	Pauses the game. While paused, you can use the **Joypad** to adjust the sound effects volume by pressing the **B** button, and the music volume by pressing the **A** button. Press **Pause** again to resume play.
***, #**	Quits the current level and goes back to the **Level Select** screen.





ProController

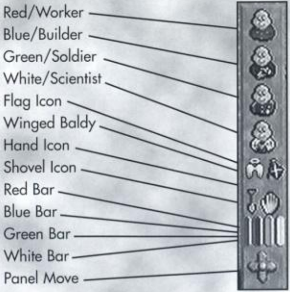
If you're using a ProController, the following controls are the defaults:

L Index	Builder Baldy
R Index	Hand icon
X	Go to/mark location
Y	Zoom in/out
Z	Soldier Baldy



Getting to know Baldies

In this world you have total control of the Baldies. You decide what type they are, where they live, what they build, invent and attack. To manage such a task, helpful icons and tools are in panels around the screen during the game. To use these, move the **Joypad** to the icon and press the **B** button.





Main Panel

Baldy Types

Red/Worker — These are the standard Baldies. (When you start Level 1 all of your Baldies will be Workers until you change them). Workers are beneficial — they are the only Baldy who can make other Baldies. Workers do maintain a sense of decency, however, and must be inside a house to do their work (breeding). When walking around outside they contribute to the red Worker Power Bar, which allows you to use tools.

Blue/Builder — When you decide to build a house, these Baldies will do the work for you, as long as the blue Builder Power Bar is full enough. Builders are also required to keep your houses in good repair, and to upgrade your houses. The bigger the house, the more Builders you need inside the house to maintain it. Bigger houses offer more inventions, allow more Baldies to be inside the house and reproduce more quickly, and are easier to defend.



Green/Soldier — When Soldiers are inside your house they protect it from enemy attack and make ammo for the Soldiers that are outside to use in battle. The more ammo made, the higher the green Soldier

Power Bar gets. When they're outside they wander around looking for enemies to get rid of. Or, you can commandeer them to invade enemy houses. When out wandering around, they'll hit, shoot, and throw hand grenades at the enemy. On some levels you'll see shields. For added power, pick up your red shield with the Hand icon and put it where you want your Soldiers to attack. Watch out — the bad guys have shields too, and they'll place them on your weak spots!

White/Scientist — When you need creative ways to attack the enemy, it's the Scientist Baldies who have all the answers. They use their time outside to raise the white Scientist Power Bar, but when they're inside, watch out. They'll invent the traps, transports and tricky tools you want to use to get the bad guy.





Tools

Flag Icon — This tells your Builder Baldies where to start putting up a house. Click on the Flag, then click where you want to build. When a Builder reaches the Flag he'll start building, builder energy permit-

ting. Note: You can only place a flag where there is room to build a house.

Hand Icon — When you want to grab something, click on the Hand, then click on the Baldy, or whatever you want to pick up, and move.

Shovel Icon — (appears after you've built three houses) Put water where land is or land where water is with this tool. Click on the shovel, then press the **A** button to add water, the **B** button to add land. This will use energy from the red Worker Power Bar.

Winged Baldy — (appears after you've built four houses) Make your Baldies fly! Click on the Wings icon, then click and hold the **B** button and drag to lasso a number of Baldies. You'll see them sprout wings and hover. Then click where you'd like them to fly. Baldies in flight will use energy from the red Worker Power Bar depending on how many are flying and how far they're going.



Power Bars



Red Bar — Worker Power Bar. It will fill as more Worker Baldies are outdoors. It will drain as tools are used.

Blue Bar — Builder Power Bar. It will fill as outdoor Builder Baldies increase. It will drain as Builders build houses. It has to be at a certain level before you can build a house.

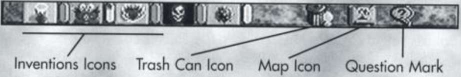
Green Bar — Soldier Power Bar. It will fill as inside Soldiers make ammo. It will drain as outdoor Soldiers attack enemies.

White Bar — Scientist Power Bar. It will fill when Scientist Baldies are outdoors. It will drain when indoor Scientists work on inventions.



Panel Move — Click on the arrows to select where you want the Main panel to be.

Inventions Panel



Inventions Icon

When the Scientists start working on an invention, a status tube next to the Invention's icon will fill with white. The tube will turn green when the invention is ready to be used. When you select an invention a red box will appear around the icon.

Trash Can Icon

You can only have six inventions in the Inventions panel at one time. To make room for more, click on the Trash Can icon to open it, then click on the inventions to be trashed.



Map Icon

Keep track of where you are in the universe by opening the Minimap. A small map of the area you're in will appear. Your Baldies are represented by red dots, the enemies as yellow dots. Enlarge the map by clicking on the small red dot in the lower right corner and dragging to whatever size you need. Click on areas of the map to quickly take you there. To turn off the map, click on the Map icon to close it.

Question Mark

This is the Advisor icon. Clicking on this will cause a Baldy to pop up and give you information about the objects when you click on them, including inventions that are in the Inventions panel.





Playing Baldies

Just like in real life, in this universe you need Baldies with different skills to be successful. Keeping a good balance of Workers, Builders, Soldiers and Scientists will make your world run smoothly. And, it's how you'll be able to attack the enemy. It's up to you to decide how many of each Baldy type you need, but these guys are flexible...you can change them with a simple click of the button. And you decide how you want to attack the enemy, before you're attacked!





House Panel





Houses protect the Baldies, give them a place to build, invent, protect and create helpful things. You'll want to keep at least one Builder Baldy inside each house to keep it from falling apart, and more if you have larger houses. If there are no houses you can't invent anything, make ammo or more Baldies.



Use the **Joypad** and press the **B** button to click on these icons.

To build a house, click on the Flag in the Main panel. You'll need to change Worker Baldies to Builder Baldies to build your house. Once built, you can click on the house to open it. Inside you'll see four rooms and a hallway. Each Baldy type has its own room: Worker, Builder, Soldier and Scientist. Numbers outside each room indicate how many of that Baldy type are in the house.

To move your Baldies, click on the door of the room where the Baldy is that you want to move. The Baldy will enter the hall. Click inside the room that you want the Baldy to change to, and he'll enter that room and change to that Baldy type. Or, click on the front door and the Baldy will leave the house. If a Baldy is in the hall and you close the House panel without clicking on the front door, the Baldy will go back to the room he was in last.



The Scientist room and the Builder room have icons that determine what these Baldies are creating. To make a Scientist invent something, open the House panel and click on the question mark icon in

the Scientist's room. A list of possible inventions appears. Choose an invention by clicking on it. Close the House panel by clicking on the main door or clicking outside of the House panel. The selected invention will appear in the next open space on the Inventions panel. While it's being invented, a status tube next to the invention will fill up with white. Once finished, the invention will have a green status tube next to it. You can stop work on an invention at any time and choose another instead.

To make a Builder build something, open the House panel and click on the icon in the Builder's room. It will show the houses the Builders will work on next. One will be highlighted but you can choose another. Different house types can create different inventions...the more types of houses, the more types of inventions! Builders will not build a house if there are not enough Builders to build and maintain a larger house, or, if the current house is too close to an interfering object.



Moving and Changing Baldies

As the flexible and eager to please types, Baldies are easy to move

and change. To move a Baldy (and most other items you'll find), choose the Hand icon from the Main panel. Then click and hold the **B** button on the Baldy. You'll see him kick his legs and fling his arms as you carry him to wherever you want him to be. To put a Baldy in a house, just drop it on the house. Open the house to see how many you have of each type. Since they don't like crowds, Baldies will run out the front door when the house is full.

To change the Baldy type, click on the Baldy you want to change to on the Main panel (Worker, Builder, Soldier, Scientist). Then move your pointer to the Baldy you want to change. A box will appear around the Baldy. Press the **B** button to change the Baldy to the new type. You can also go inside a house and move Baldies from room to room to change their types. Press the **B** button to click on the door of the room you want to take Baldies from, then click inside the room. The Baldy will move from the hallway to that room, and change type. Try to keep a good balance of Baldy types. They all have important work to do.





Tree Panel

They aren't monkeys, but you can also put Baldies in the trees using the same method as putting them in a house. Click on a tree with Baldies in it with the **B** button to open the Tree panel. Like houses, it will show how many Baldies of each type are in the tree. You can take them out of the tree by clicking on the Baldy and pressing the **B** button. The Baldy will swing down. While they seem like a good place to hide, watch out...trees, like houses, can be invaded by the bad guys.

Inventions

Now you've got your Workers working, your Builders building, your Soldiers soldiering and your Scientists scientisting. But how do you get rid of those hairy bad guys? Inventions are the answer. Your Scientist Baldies are pretty smart (maybe because there's no hair follicles to get in the way of their brain waves), so there are lots of damaging, dangerous and dastardly inventions you can use. Combine them for a powerful one-two punch! (*see House Panel*) Note: Inventions look slightly different in each world.



Hazards

Use on land only, but be careful. They can hurt your Baldies, too.



Cannon 1: Whoever walks over the cannon will be launched into the air; throwing them but not killing them.



Cannon 2: Takes more energy from the target charac ter who, if damaged, could be killed.



Cannon 3: The big one. Anyone thrown by this will die.



Electro 1: When activated, it's fry time for whoever touches it.



Electro 2: Can zap again and again, lasts longer than Electro 1.







Electro 3: Longer lasting, multiple fry times.



Landmine 1: Will detonate when stepped on, killing the unlucky fool who walked there.



Landmine 2: Stronger than Landmine 1, anyone in the area at the time of the blast is history.



Landmine 3: Even stronger than Landmine 2, killing everyone around the mine. This will also damage houses and structures in the area.



Pit 1: When a character walks over the pit it will open and they'll fall in.



Pit 2: Bigger than Pit 1 so it activates easier and more folks fall in.





Pit 3: The biggest pit, it can swallow lots of poor souls at one time.



Popper 1: When someone walks over the popper they will be filled full of air until they explode.



Popper Field: Put this on an open space so it will fill the area with Poppers.



Springboard 1: When stepped on, flings whoever steps on it into the air.



Springboard 2: Larger springboard, causes twice as much damage upon landing.



Springboard 3: Even larger springboard, will kill character upon landing.





Trap 1: When stepped on, a set of sharp jaws bite whoever stepped on it, causing pain but not death. It can be activated more than once.



Trap 2: This one has a bigger and nastier bite! It will kill and can be used again and again.

Acts of You

These will have different effects depending on where they are used.



Flamehead 1: Click on this, then on an enemy to kill a single character.





Flamehead 2: Will kill more enemies than Flamehead 1 and a larger area is effected.



Flamehead 3: Will kill more enemies in an even larger area.



Storm 1: Click on the icon, then on the area where you want a storm. The storm will begin and the rain will come down on the entire land, but only those in the area (one screen size) will be effected. Storm 1 will slowly force any flying winged characters to the ground. Whoever is caught in the storm area can't contribute to their team's power bars.



Storm 2: Affected area is larger and the storm is stronger. Those in flight will be grounded quicker and those in the area will have to drain their team's main power bar to survive. If the power bar runs out, these characters will die. The storm will occasionally flood small patches of land.





Storm 3: Affected area is greater. Storm will flood more of the land, characters will drain the Main Power Bar and die. Houses will be damaged, some of the folks living in those houses will die. Anyone in flight will be immediately grounded and the helicopter will crash.

Vehicles



Helicopter: First invent a helipad when it appears as an icon in the Scientist room of a large house. Then invent the helicopter. Once invented, click on the Helicopter icon in the Inventions panel, then on the land where you want it to go. The helicopter will appear. Take control by pressing the **B** button on the helicopter in flight. Drop bombs by using the **B** button. Release helicopter control by pressing the **A** button.





Teleporter: Click on the Teleport icon then click where you want to put the teleporter. Then, to place the second pad (the receiver), click on the spot to which you want quick access. If you do something else before placing the second pad, just click on the Teleport icon again to place the second pad.



Predators



Watch out for land sharks and other hungry Baldy-eating creatures!



Plus, anything you see may be useful. Try experimenting! There are lots of things to find and use. Drop things you find into various buildings and see what happens.

When in doubt, give it a try!



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